NES-VF-USA

The Krion Conquest™

Instruction Manual

VIC TOKAI INC.

Thank you for selecting the fun-filled **The Krion Conquest™** game pak by VIC TOKAI INC.

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction.

1) This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the control Deck.
6) There may be areas on your screen that are not accessible, but this in no way will impede game play.

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INTRODUCTION

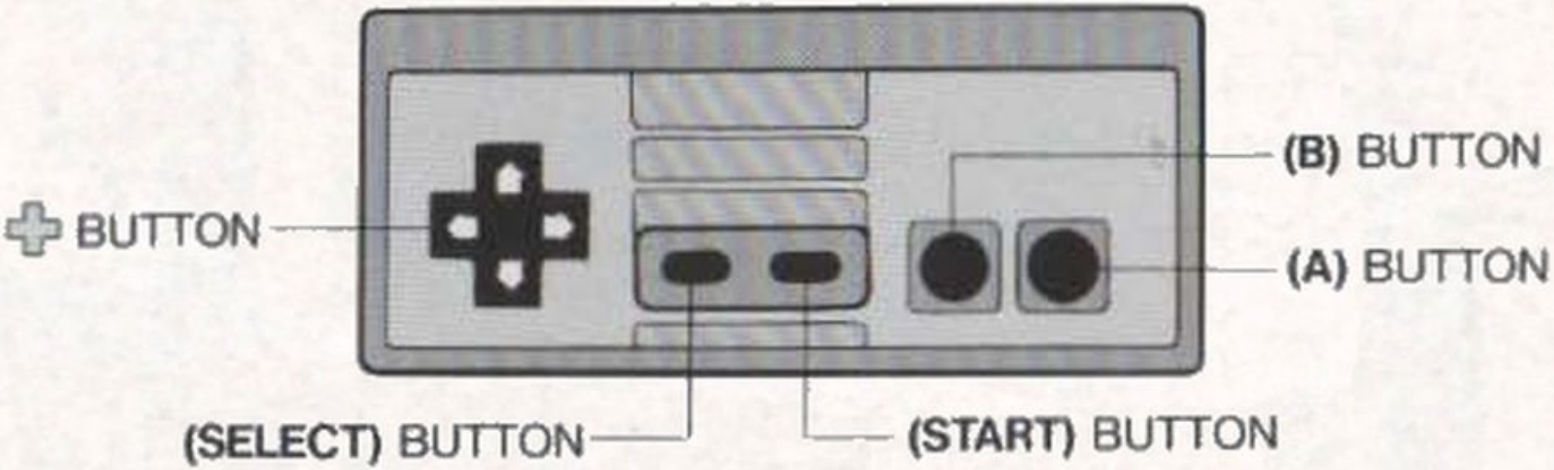
In 1999, the Krion Empire robot battalion descended upon the earth, and brought the planet to the brink of destruction.

The Krion Empire demanded the immediate and unconditional surrender of the world. When planet earth refused, the Krion Empire started a massive general attack.

The Krion Empire set up large bases at points all over the world from which they sent out their robots. The robot hoardes attacked indiscriminately.
Their power overwhelmed even the most advanced armaments of the world. Nearly everyone believed the world would soon be ruled by the Krion Empire.

But now.....

USING THE CONTROLLER



■ **(START)** BUTTON : Starts game
: Pops up Magic Sub Screen

■ ✚ BUTTON : Moves Francesca
: Selects Magic

■ **(A)** BUTTON : Jump

■ **(B)** BUTTON : Shoot
: Enables Super Shot (See **"[4] SUPER SHOT"**)
: Provides a Broom

Note : The **(SELECT)** Button and Controller 2 are not in use.

[1] HOW TO DIRECT FRANCESCA

Run right and left

Move up

Crouch down

[2] RIDING THE BROOM

+ **(B)** BUTTON Move right and left

+ **(B)** BUTTON Move up

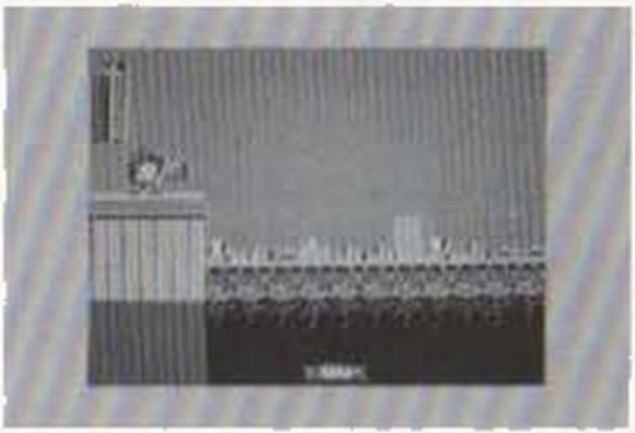
[3] MAGIC

Francesca can use six kinds of magic. When the game begins, she has the option to use any of these six. The color of her clothing is determined by the type of magic in use. Although she can use magic at any time, her Life Meter must be at least **one-third** to use **FIRE.**

Magic	Color	Effect
NORMAL	Red	Normal Shot ; Super Shot
FREEZE	Blue	Normal Shot ; Super Shot (temporarily freezes enemies)
FIRE	Pink	Francesca changes to the Fire-Bird and wipes out all enemies on the screen. Using this magic reduces Francesca's Life Meter by one third.
BALL	Green	Shots richochet off wall.
SHIELD	Orange	Normal Shot ; Super Shot forms a barrier against the enemy.
BROOM	Purple	Normal Shot provides a broom.

[4] SUPER SHOT

Press and hold the **(B)** Button until **"GO"** appears on the Magic Gauge at the bottom of the screen. Then release the **(B)** Button to shoot. The Super Shot is four times more powerful than a Normal Shot.



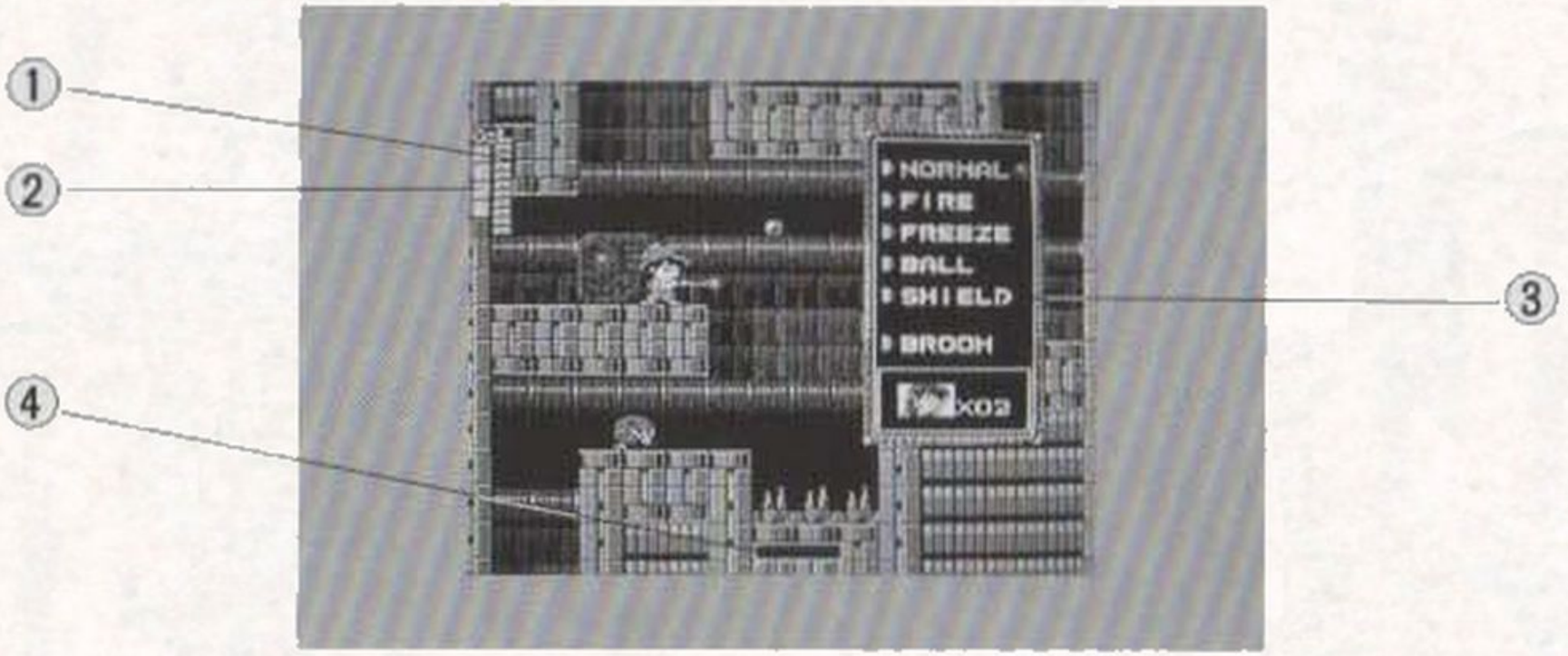
[5] ITEMS

1 UP

Recover 6 degrees (Life Meter)

Recover 3 degrees (Life Meter)

SCREENS



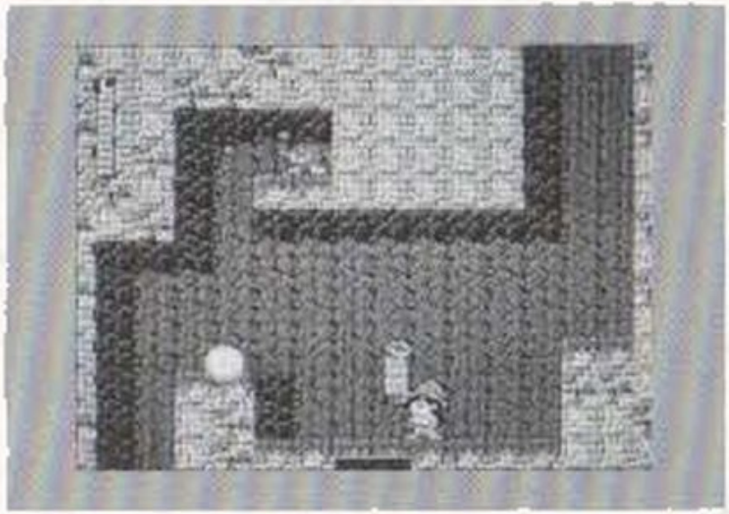
① Life Meter — Indicate **Francesca's** life.

② Oxygen Gauge — Appears during underwater screen (round 3)
If this gauge reaches empty, **Francesca** will die.

③ Magic Sub Screen — Pressing the **(START)** Button pops up this screen allowing you to choose your magic.

④ Magic Gauge — Indicates when the Super Shot is possible.

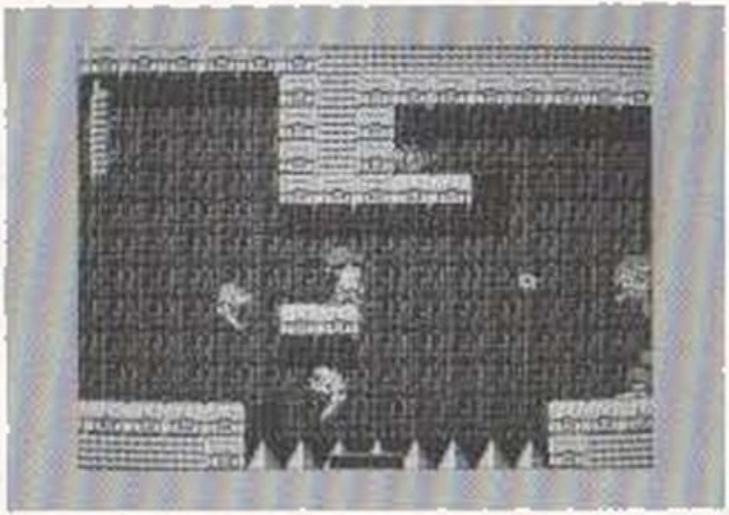
This game consists of 5 rounds. Each round has 3 stages.



ROUND 1

UNDERGROUND BASE

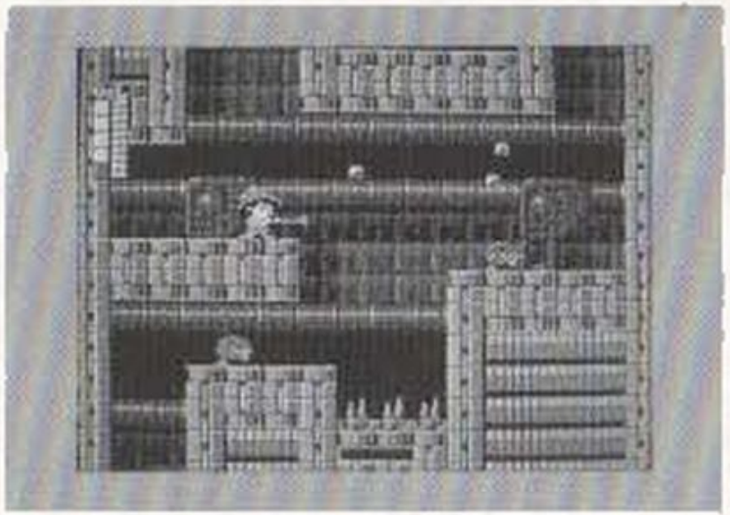
- Boss : Thunder knight
- Specialty : "Thunder Attack"



ROUND 2

ICE BASE

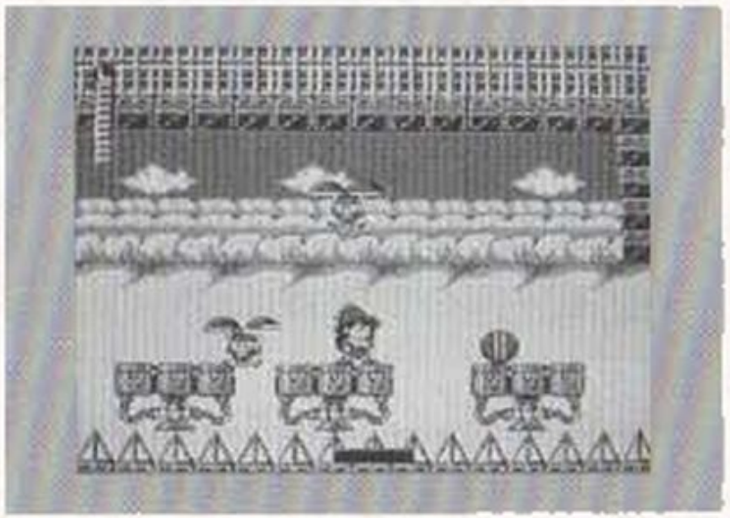
- Boss : Yukimaru
- Specialty : "Snow Ball"



ROUND 3

UNDERWATER BASE

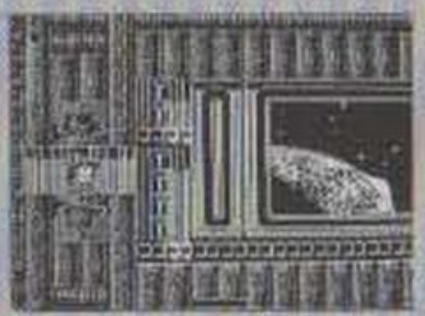
- Boss : Aqua Knight
- Specialty : "Transformer Attack"



ROUND 4

SKY BASE

- Boss : Sky Hawk
- Specialty : "Hammer & Missile Attack"



ROUND 5

SPACE STATION

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90-DAY LIMITED WARRANTY

VIC TOKAI INC. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to VIC TOKAI INC. along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

VIC TOKAI INC. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if VIC TOKAI INC. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and used radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no quarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures :

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES intn a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technlcian for additional suggestions. The user may find the following bnnklet prepared by the Federal Communication Commission helpful :

How to Identify and Resolve Radio – TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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